

Stage 1

10 Pistol, 10 Rifle, 2+ Shotgun
Rifle at Cowboy Port Arms,
Shotgun on left table, Pistols
holstered.

Shooter starts outside doorway of
Saloon, Rifle at Cowboy Port Arms.
To Signal Ready, Shout **"Keep your
lovin' brother happy!"**

ON SIGNAL:

Alternate 10 rounds on the two rifle targets.
Make Rifle Safe.

Shooters Choice:

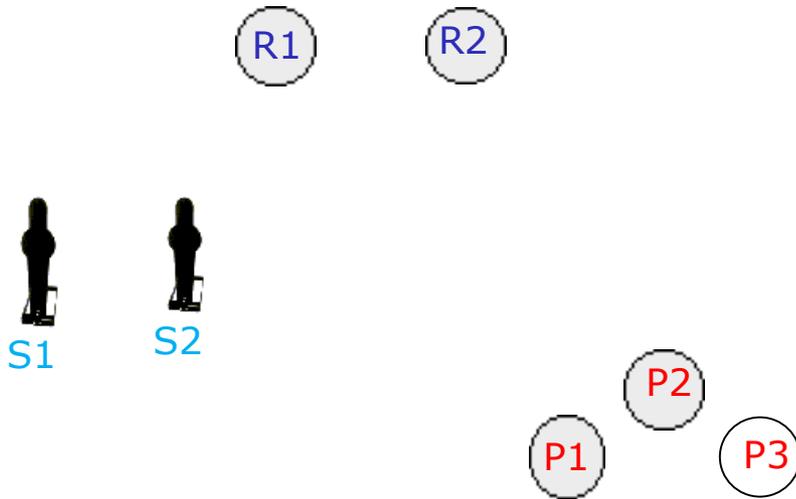
If Shotgun first move to left table retrieve
shotgun engage S1 & S2 any order.
Make Shotgun Safe.

**The knockdowns must fall to
avoid being scored as a miss.**

If Pistols first move to right table with first
pistol alternate 5 rounds on P1 & P3,
then with second pistol California
sweep P2. Holster.

Then do other gun.

When done get rifle and shotgun and move
to unloading table.



Stage 2

10 Pistol, 10 Rifle, 4+ Shotgun
Rifle in Cabin. Shotgun in Hand.
Pistols Holster.

Shooter starts outside outhouse door,
Shotgun in one hand, other hand on
shells in belt (but not pulled) To Signal
ready Yell; **"How can you trust a man
who wears both a belt and suspenders!"**

ON SIGNAL:

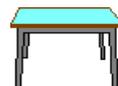
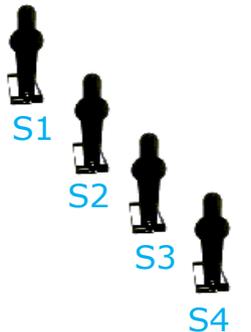
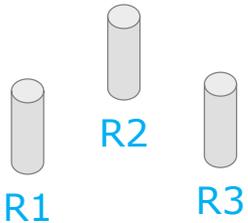
Move into outhouse, with shotgun, shoot
the four shotgun targets. Make
Shotgun Safe.

**The knockdowns must fall to
avoid being scored as a miss.**

Move into cabin with Rifle, double-tap
Nevada Sweep the three rifle targets,
either direction. Make Rifle Safe.

Move to table once again and with your
Pistols double-tap Nevada Sweep the
three pistol targets, either direction,
top to bottom or bottom to top.

When done get rifle and shotgun and
move to unloading table.



Stage 3

10 Pistol, 9 Rifle, 2+ Shotgun

Rifle on table behind train.
Shotgun on table under water tower. Pistols Holstered.

Shooter starts in train, both hands on pistols, Signal ready by saying **“The man can't even trust his own pants!”**

ON SIGNAL:

Through either window, shoot the five pistol targets P1 thru P5 in two separate sweeps either direction, no double-taps.

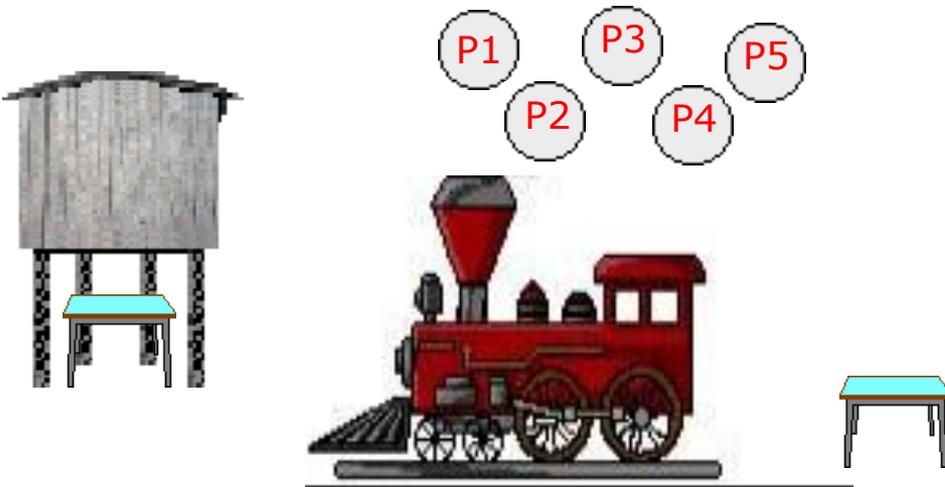
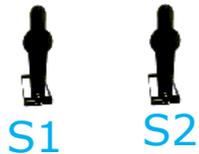
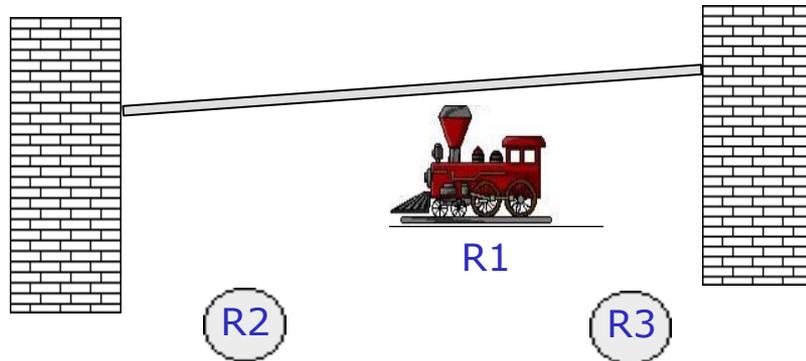
Move to your rifle, release target before leaving train, engage R1 with 5 rounds first and then two rounds each on R2 & R3. Make Rifle Safe.

Train must be released before engaging targets.

Move to under water tower and with shotgun engage the two shotgun targets any order. Make Shotgun Safe.

The knockdowns must fall to avoid being scored as a miss.

When done get rifle and shotgun and move to unloading table.



Stage 4

10 Pistol, 10 Rifle, 2+ Shotgun

Rifle on table in Alley, Shotgun on table in Madam Orr's House, Pistols Holstered.

Shooter starts in alley, hat in both hands in front of chest. Signal ready by saying **"People scare better when they're dying!"**

ON SIGNAL:

Retrieve rifle engage rifle targets R-1 to R-4 in a Lawrence Welk sweep either direction. Make Rifle Safe.

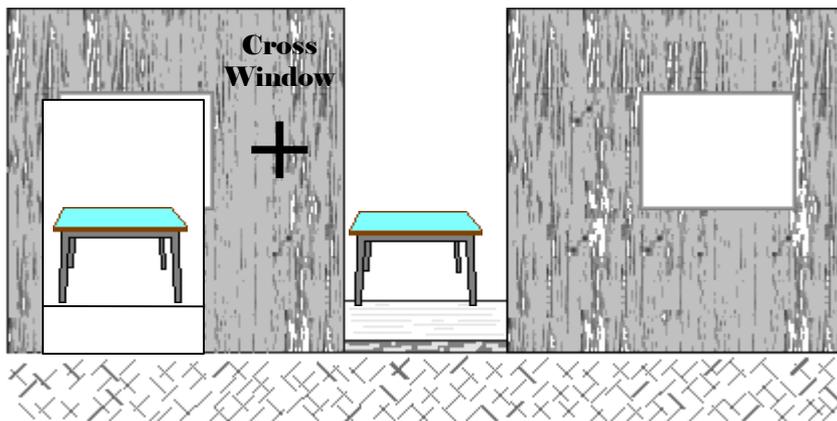
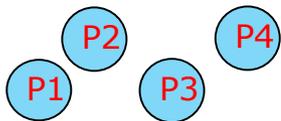
Shooters Choice: Move to Church or to Madam Orr's House.

In Madam Orr's house, use your scattergun to shoot S1 & S2 any order.

The knockdowns must fall to avoid being scored as a miss.

In the Church, use both Pistols (as required by your category) for a Lawrence Welk sweep of the Pistols Targets either direction.

When done get rifle and shotgun and move to unloading table.



Stage 5

10 Pistol, 9 Rifle, 3+ Shotgun

Rifle in window #2, Shotgun staged on table door #1, Pistols Holstered.

Shooter starts at window #3, Signal ready by saying **"It looks like we're shy one horse!"**

ON SIGNAL:

With your first pistol engage the pistol targets with a 1-3-1 sweep either direction, then with second pistol engage pistol targets with a 2-1-2 sweep either direction. Holster.

Move to window #2 retrieve your rifle, Nevada sweep R1 thru R3 with 9 rounds. Make Rifle Safe.

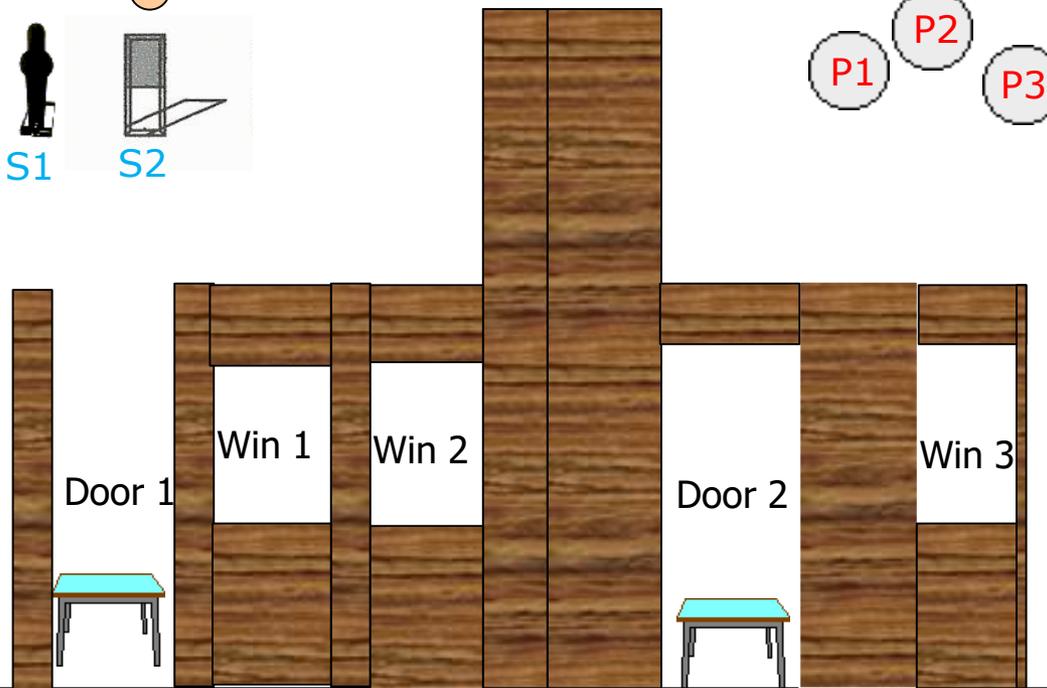
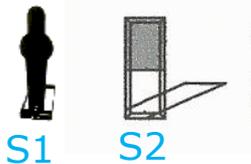
Move to Door #1 retrieve you shotgun engage then shotgun targets any order.

The knockdowns must fall to avoid being scored as a miss.

When done get rifle and shotgun and move to unloading table.



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Stage 6

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle on table, Shotgun at cowboy port arms, Pistols Holstered.

Shooter starts at position #1, with shotgun at cowboy port arms. Signal ready by saying

"You brought two too many!"

ON SIGNAL:

With your shotgun engage the four shotgun targets any order, take shotgun with you to position #2, Make Shotgun Safe.

The knockdowns must fall to avoid being scored as a miss.

Retrieve rifle, move to position #3 and engage R1&R2 in a continuous alternating sweep for 10 rounds. Take rifle with you to position #2, Make Rifle Safe.

With your first pistol, alternate 5 rounds on P1&P2, repeat with second pistol. Holster.

When done get rifle and shotgun and move to unloading table.

